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Sub. B1 > 10. (Once Amended) A gaming machine comprising:
a housing;
a user input connected to the housing;
a display connected to the housing; and
a control system at least in communication with the gaming machine, the control
system comprising a processing platform that comprises:
a bus that uses an interface protocol selected from a group
consisting of peripheral component interconnect (PCI), industrial standard architecture (ISA),
Versa Module Europa (VME), and accelerated graphics port (AGP);
a gaming processing subsystem for controlling functional aspects
of gaming machine operation coupled to the bus, the functional aspects of gaming machine
operation comprising game outcome determination and further comprising at least one aspect
selected from a group consisting of game play history, game accounting, gaming machine access,
I/O control, random number generation and game authentication algorithms; and
a general computing subsystem for controlling non-functional
aspects of gaming machine operation coupled to the bus, the non-functional aspects of gaming
machine operation comprising player visual display and further comprising at least one aspect
selected from a group consisting of player attract animation, audio player feedback and
attraction, real time video presentations, and commercial operating system;
wherein the gaming processing subsystem is physically separate
from the general computing subsystem.

REMARKS

Claims 1-10 are pending. Claims 2-5 and 7-10 were rejected under 35 U.S.C. §112, second paragraph, as being indefinite. Claims 1-10 were rejected under 35 U.S.C. §102(b) as being anticipated by Acres et al., U.S. Patent 5,655,961. Claims 4, 9, and 10 were rejected under 35 U.S.C. §102(e) as being anticipated by Acres et al., U.S. Patent 5,876,284. Reconsideration in view of the foregoing amendments and the following remarks is respectfully requested.

Attached hereto is a marked-up version showing the changes made to the claims by the current amendment. The attached page is captioned "Version With Markings To Show Changes Made."

Technical Amendments

Claim 2 has been amended by replacing "protect" with "protocol," and claim 8 has been amended by adding the word "functional" before the word "aspects." It is respectfully submitted that these amendments correct inadvertent typographical errors in the claims and are not intended to affect claim scope.

Rejection under 35 U.S.C. §112, second paragraph

Claims 2-5 and 7-10 were rejected under 35 U.S.C. §112, second paragraph, as being indefinite. The Examiner objected to the following language as "vague and confusing": in claims 3, 5, 8, and 10, the language "at least one of player history ..."; in claims 4, 5, 9, and 10, the language "at least one of player display ..."; and in claims 2, 7, and 10, the language "consisting of one of PCI, ISA," In addition, the Examiner stated that "Applicant needs to write out what PCI, ISA, VME, and AGP actually stands for."

With regard to the claim language labeled "vague and confusing" by the Examiner, it is respectfully submitted that this language recites a Markush group and that Markush groups are not indefinite. Nevertheless, in the interest of expediting prosecution, claims 2-5 and 7-10 have been amended to recite "an interface protocol selected from a group consisting of ..." and "at least one of a group of aspects consisting of ..." in appropriate places. It is respectfully submitted that these amendments merely point out the presence of the Markush groups and are not intended to affect the scope of the claims.

With regard to the use of abbreviations, Applicants believe that persons of ordinary skill in the art would readily recognize the acronyms. However, in the interest of expediting prosecution, claims 2, 5, 7, and 10 have been amended to recite what PCI, ISA, VME, and AGP stand for. It is respectfully submitted that these amendments are not intended to affect the scope of the claims.

For the foregoing reasons, the withdrawal of the §112 rejection of claims 2-5 and 7-10 is respectfully requested.

Rejection under 35 U.S.C. §102(b)

Claims 1-10 were rejected under 35 U.S.C. §102(b) as anticipated by Acres et al., U.S. Patent 5,655,961 ("the '961 patent"). With regard to claims 1, 3, 5, 6, and 8, the Examiner stated that the '961 patent discloses "a method for operating networked gaming devices," in which the devices are "interconnected via a computer network to a central computer [that] provides the applications of ability to extract accounting data ..., to track and identify players, ... and to operate bonus promotions and progressive jackpots." The Examiner then stated that the

'961 patent "also discloses a game subsystem for controlling game function as well as a game subsystem for controlling accounting" and that "microcontrollers ... communicate with the floor controller through ISA bus interface logic." Applicants respectfully traverse and reconsideration is respectfully requested.

As the Examiner states, the '961 patent discloses a method for operating networked gaming devices. The patent discloses that individual gaming devices communicate with the network, receiving configuration messages from a floor controller and transmitting accounting and player identification data to the floor controller (see Figs. 2-11). However, it is respectfully submitted that the '961 patent does not disclose controlling aspects of operation of a gaming device, such as game outcome determination and player display. Figs. 2-11 relate to "an electronic module associated with each gaming device to permit monitoring and configuring thereof"; however, the patent specification indicates only that this module manages communication between the gaming device and a floor controller; the module is apparently not involved in determining game outcome or generating player audio/visual feedback. In particular, the '961 patent does not teach or suggest that these aspects of individual gaming device operation are controlled by physically separate subsystems.

In contrast, the present application discloses that one subsystem controls functional aspects of gaming machine operation while a physically separate subsystem controls non-functional aspects of gaming machine operation. A gaming processing subsystem "generally controls gambling or gaming aspects associated with the gaming machine or system that are typically important to the integrity and security of the game, and thus generally are subject to regulation by gaming authorities or gaming regulation agencies" (p. 4, lines 9-11). Notably, "all game outcome and paying information is generated, backed up, and controlled" by the gaming processing subsystem (p. 4, lines 21-22). A physically separate general computing subsystem "controls software and hardware needed to support display, sound, and other non-gaming critical functions" (p. 3, lines 20-21). Independent claims 1, 5, 6, and 10 have been amended to specify that the gaming processing subsystem controls "functional aspects of gaming machine operation ... comprising game outcome determination" and that the general computing subsystem controls "non-functional aspects of gaming machine operation ... comprising player visual display." It is respectfully submitted that the '961 patent does not teach that these aspects of gaming machine operation are controlled by physically separate subsystems.

For at least these reasons, it is respectfully submitted that the '961 patent does not anticipate claims 1, 5, 6, and 10. Further, it is respectfully submitted that the '961 patent does

not anticipate claims 2-4, which depend from claim 1, or claims 7-9, which depend from claim 6. Withdrawal of the §102(b) rejection is therefore respectfully requested.

Rejection under 35 U.S.C. §102(e)

Claims 4, 9, and 10 were rejected under 35 U.S.C. §102(e) as anticipated by Acres et al., U.S. Patent 5,876,284 ("the '284 patent"), which is a continuation in part of the '961 patent. The Examiner states that the '284 patent "discloses all the claimed invention as set forth in claims 1-3, 5 and 6-8 of the present invention" and that the '284 patent "also provides for notification with audio and visual effects which entertained and stimulated the players and which progressively increases in intensity" Applicants respectfully traverse and reconsideration is respectfully requested.

First, it is respectfully submitted that for the reasons given above, the '961 patent does not disclose the claimed subject matter of claims 1-3, 5, and 6-8."

Second, it is respectfully submitted that the '284 patent does not include any teaching or suggestion that would supply the missing features as identified above. The '284 patent teaches a system for providing audio and visual effects in the area of the networked gaming machines to attract players to the machines and to indicate to players when bonus promotions are in effect. But these teachings do not relate to providing "a gaming processing subsystem for controlling functional aspects of gaming machine operation ... comprising game outcome determination" and a physically separate "general computing subsystem for controlling non-functional aspects of gaming machine operation ... comprising player visual display" as recited in independent claims 1, 5, 6, and 10.

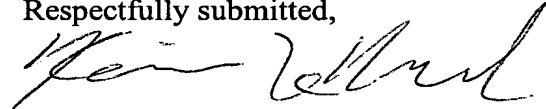
For at least these reasons, it is respectfully submitted that the '284 patent does not anticipate claims 4, 9, and 10. Withdrawal of the §102(e) rejection is respectfully requested.

CONCLUSION

In view of the foregoing, Applicants believe all claims now pending in this Application are in condition for allowance. The issuance of a formal Notice of Allowance at an early date is respectfully requested.

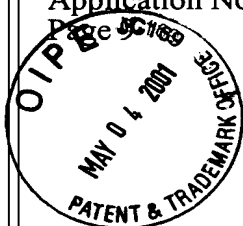
If the Examiner believes a telephone conference would expedite prosecution of this application, please telephone the undersigned at 415-576-0200.

Respectfully submitted,



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VERSION WITH MARKINGS TO SHOW CHANGES MADE

1. (Once Amended) A processing platform for operation of a gaming machine, the processing platform comprising:

a bus;

a gaming processing subsystem coupled to the bus for controlling functional aspects of gaming machine operation that involve game functionality, the functional aspects of gaming machine operation comprising game outcome determination; and

a general computing subsystem coupled to the bus for controlling non-functional aspects of gaming machine operation that do not involve game functionality, the non-functional aspects of gaming machine operation comprising player visual display;

wherein the gaming processing subsystem is physically separate from the general computing subsystem.

2. (Once Amended) A processing platform in accordance with claim 1 wherein the bus uses an interface **[protect] protocol [that consists of one]** selected from a group consisting of peripheral component interconnect (PCI), industrial standard architecture (ISA), Versa Module Europa (VME), and accelerated graphics port (AGP).

3. (Once Amended) A processing platform in accordance with claim 1 wherein the functional aspects of gaming machine operation further comprise at least one aspect selected from a group consisting of game play history, game accounting, gaming machine access, I/O control, random number generation and game authentication algorithms.

4. (Once Amended) A processing platform in accordance with claim 1 wherein the non-functional aspects of gaming machine operation further comprise at least one aspect selected from a group consisting of player **[visual display and]** attract animation, audio player feedback and attraction, real time video presentations, and commercial operating systems.

5. (Once Amended) A processing platform for operation of a gaming machine, the processing platform comprising:
a bus that uses an interface protocol selected from a group consisting of [one of] peripheral component interconnect (PCI), industrial standard architecture (ISA), Versa Module Europa (VME), and accelerated graphics port (AGP);

6 a gaming processing subsystem coupled to the bus for controlling
7 functional aspects of gaming machine operation, the functional aspects of gaming machine
8 operation comprising game outcome determination and further comprising at least one aspect
9 selected from a group consisting of game play history, game accounting, gaming machine access,
10 I/O control, random number generation and game authentication algorithms; and

11 a general computing subsystem coupled to the bus for controlling non-
12 functional aspects of gaming machine operation, the non-functional aspects of gaming machine
13 operation comprising player visual display and further comprising at least one aspect selected
14 from a group consisting of player [visual display and] attract animation, audio player feedback
15 and attraction, real time video presentations, and commercial operating system;

16 wherein the gaming processing subsystem is physically separate from the
17 general computing subsystem.

1 6. (Once Amended) A gaming machine comprising:

2 a housing;

3 a user input connected to the housing;

4 a display connected to the housing; and

5 a control system at least in communication with the gaming machine, the control
6 system comprising a processing platform that comprises:

7 a bus;

8 a gaming processing subsystem for controlling functional aspects
9 of gaming machine operation coupled to the bus, the functional aspects of gaming machine
10 operation comprising game outcome determination; and

11 a general computing subsystem for controlling non-functional
12 aspects of gaming machine operation coupled to the bus, the non-functional aspects of gaming
13 machine operation comprising player visual display;

14 wherein the gaming processing subsystem is physically separate
15 from the general computing subsystem.

1 7. (Once Amended) A gaming machine in accordance with claim 6 wherein
2 the bus uses an interface protocol [that consists of one] selected from a group consisting of
3 peripheral component interconnect (PCI), industrial standard architecture (ISA), Versa Module
4 Europa (VME), and accelerated graphics port (AGP).

1 8. (Once Amended) A gaming machine in accordance with claim 6 wherein
2 the functional aspects of gaming machine operation further comprise at least one aspect selected
3 from a group consisting of game play history, game accounting, gaming machine access, I/O
4 control, random number generation and game authentication algorithms.

1 9. (Once Amended) A gaming machine in accordance with claim 6 wherein
2 the non-functional aspects of gaming machine operation further comprise at least one aspect
3 selected from a group consisting of player visual display and attract animation, audio player
4 feedback and attraction, real time video presentations, and commercial operating systems.

1 10. (Once Amended) A gaming machine comprising:
2 a housing;
3 a user input connected to the housing;
4 a display connected to the housing; and
5 a control system at least in communication with the gaming machine, the control
6 system comprising a processing platform that comprises:
7 a bus that uses an interface protocol selected from a group
8 consisting of [**one of**] peripheral component interconnect (PCI), industrial standard architecture
9 (ISA), Versa Module Europa (VME), and accelerated graphics port (AGP);
10 a gaming processing subsystem for controlling functional aspects
11 of gaming machine operation coupled to the bus, the functional aspects of gaming machine
12 operation comprising game outcome determination and further comprising at least one aspect
13 selected from a group consisting of game play history, game accounting, gaming machine access,
14 I/O control, random number generation and game authentication algorithms; and
15 a general computing subsystem for controlling non-functional
16 aspects of gaming machine operation coupled to the bus, the non-functional aspects of gaming
17 machine operation comprising player visual display and further comprising at least one aspect
18 selected from a group consisting of player [**visual display and**] attract animation, audio player
19 feedback and attraction, real time video presentations, and commercial operating system;
20 wherein the gaming processing subsystem is physically separate
21 from the general computing subsystem.